


The Simple Overcall vs. The Jump Overcall



Which is best?

Imagine you have this hand. Your
RHO Opens 1 .


 K Q 9 5 4 2


1  or 2 ??


 A Q 3

 10 5

 K 3

1  here is the correct answer... You have
too much values to make a jump overcall.

Imagine you have this hand. Your
RHO Opens 1 .



 K Q 9 5 4 2


1  or 2 ??

 8 7 3

 10 5

 7 3

2  here is the correct answer. Here you do not have enough values for a 1  overcall, but good suit is worth a preemptive bid.

Imagine you have this hand. Your
RHO Opens 1 .


 10 8 6 5 4 2

1  or 2 ??

 K 7 3

 10 5

 Q 3

Neither bid is appropriate. You have enough
points for a 2  overcall, but your suit is not
good enough... Pass is the correct bid.

3-Level Jump Overcalls

- It you jump to the three level you should have 7 cards.
- With a 7-card suit, you might slack off a little on suit quality.

♠ 2
♥ A 10 9 8 7 5 3
♦ 10 5
♣ K J 3

north east south west
1 ♦ p 1 ♠ 3 ♥
With favorable
vulnerability

What is the Difference?

- The main difference between a preemptive jump overcall and a simple overcall is:
 - The jump overcall is a much more clearly defined bid.
 - 6 or more cards
 - 5 to 10 points.
 - The simple overcall is more fuzzy in nature, loosely defined.
 - 7 to 17 points
 - 5 or more cards.

Compare These Two Hands. Your RHO Opens 1 .

Hand 1

 Q J 5 4 2

 K 7 3

 10 5

 K 6 3

Hand 2

 A K J 4 2

 3

 A Q 10 5

 K 3 2

Both might be a reasonable 1  overcall

Some Hands Qualify for Either a Jump Overcall or a Simple Overcall.

Hand 3

♠ K Q 10 9 5 2

♥ A 7 3

♦ 5

♣ 8 6 2

RHO 1 ♦

This hand qualifies for either a simple overcall or a jump overcall, but a jump overcall described the suit quality and point count more accurately.

Some Hands Qualify for Either a Jump Overcall or a Simple Overcall.

Hand 4

♠ K Q 10 9 5 2

♥ A 7 3

♦ 5

♣ 8 6 2

RHO 1 ♦

This hand qualifies for either a simple overcall or a jump overcall, but a jump overcall described the suit quality and point count more accurately.

We Don't Make A Jump Overcall with All 6-Card Suits.

- When we make a Jump overcall, partner should expect a certain suit quality.
- This is even more important when vulnerable.

Don't Make a Jump Overcall With this Hand.

Hand 5

♠ Q 9 6 5 3 2

♥ A 7 3

♦ 5

♣ 8 6 2

RHO 1 ♦

This hand's suit is too weak for a jump overcall, particularly if vulnerable. You might try 2 ♠ if not vulnerable. If vulnerable, it is barely worth a 1 ♠, overcall.

Don't Make a Jump Overcall With this Hand.

Hand 6

♠ A Q J 10 6

♥ Q 7 3

♦ 5

♣ 8 6 2

RHO 1 ♦

Here, your suit quality is plenty good but, partner will expect a 6-card suit. Don't disappoint.

Don't Make a Jump Overcall With this Hand.

Hand 7

♠ A Q J 10 6 4

♥ A K 3

♦ 5

♣ 8 6

RHO 1 ♦

Here, your suit quality is good and you have a 6-card suit, but your hand is too strong for a jump overcall.

Responding to a Weak Jump Overcall

- Raise according to the law, with 3 + card support and 6 to 13 points.
- Bid an new suit, with 6-cards and no support for partner's suit,
- Cue bid the opponent's suit, with support for the overcaller's suit and game interest.

Raise According to the Law

Hand 8

♠ A 8 4

♥ J 10 3

♦ K Q 8 5 2

♣ 6 5

3 ♠

Hand 9

♠ A 8 4 3

♥ J 10 3

♦ K Q 8 5 2

♣ 6

4 ♠

north

1 ♥

east

2 ♠

south

3 ♥

west

Bid a New Suit

Hand 10

♠ 4

♥ J 10 3

♦ K Q J 8 5 2

♣ Q 6 5

Overcaller can: pass or support partner's suit, but should not rebid his own suit.

This is not a game try, partner is just trying to find the best spot to play.

north

1 ♥

east

2 ♠

south

pass

west

3 ♦

Cue Bid the Opponent's Suit

Hand 11

♠ Q 7 2

♥ 3

♦ A Q J 8

♣ K Q 6 5 3

Game try. Overcaller can:

- Bid the game
- Rebid her own suit at a minimum level.
- Bid an outside King or Ace.

north

1 ♦

east

2 ♠

south

pass

west

3 ♦